



# KABOOM!®

## INSTRUCTION

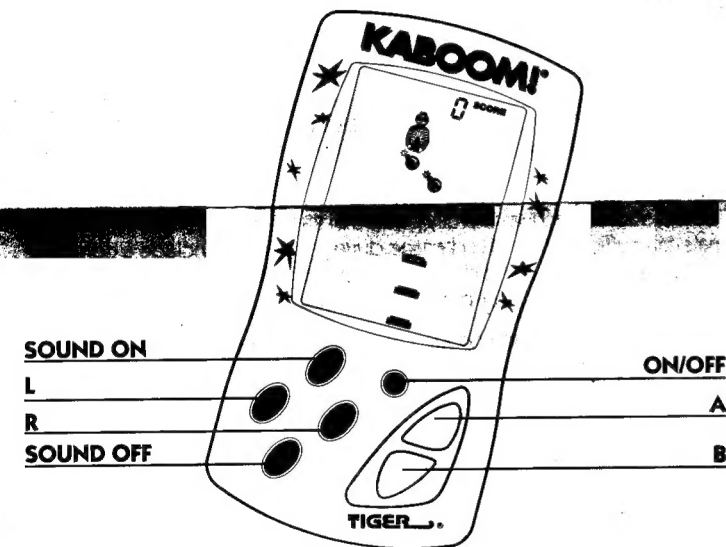
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### THE ARCADE CLASSIC IN A KEYCHAIN!

Once again, a triumphant Mad Bomber will be gloating when you miss bombs! The classic video game (have bucket, will travel) is back. Play it again — or if you're playing it for the first time, you're in for a real treat! But be warned, the action is **E-X-P-L-O-S-I-V-E!**

### KEY TO GAME



- ON/OFF** — to turn your Kaboom keychain game on.  
— to turn it off.
- SOUND ON** — to turn sound on.
- SOUND OFF** — to turn sound off.
- L** — to move your bucket left.
- R** — to move your bucket right.
- A** — to start the game.  
— to start each stage.  
— to restart action (to start over after a miss when you haven't run out of buckets!)
- B** — to start the game.  
— to start each stage.  
— to restart action (to start over after a miss when you haven't run out of buckets!)
- RESET** — to reset the unit if your game malfunctions.  
(RESET button is on the back of the game unit)

### OBJECT OF THE GAME

It is a 1 player game. The object is to catch as many bombs as you can in your bucket — and to score as close to 9990 as possible.

You begin with 3 buckets. When you miss a bomb, all the bombs **E-X-P-L-O-D-E** and you lose a bucket. Lose all 3 buckets and it's **GAME OVER**. Sound simple? It's not — as you will soon see!

### HOW TO PLAY

Press the **ON/OFF** button to turn on the game. You'll hear a **"BEEP!"** and the highest score attained will be displayed.

Press either the **"A"** or **"B"** button to begin play. The bombs start dropping!

Press either the **"A"** or the **"B"** action buttons to start over after a miss when you haven't run out of buckets! Buttons A and B have all the same functions.

Press the **"<"** or **">"** arrow keys to move the buckets left or right.

But sooner or later, **K-A-B-O-O-M!!!** You're going to miss a bomb. When you do, all the bombs on screen explode and you lose a bucket. The Mad Bomber will express his happiness!

Then, depending on which bomb group you're in when you miss, the level of difficulty of the next bombs dropped are affected as follows:

— When you miss at Bomb Group 1, there is no change in difficulty. Your next bombs will still be Group 1.

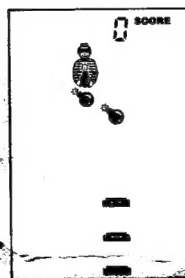
— If you're in Bomb Group 2 or above when you miss, you will restart play in group lower than the one you were playing when you missed. But you'll only need to catch one-half the number of bombs normally in that level before making it back to the level at which you missed.

Here's an example: You miss a bomb in Group 4. So you re-start in Group 3. But you only need to catch 15 bombs (half the normal amount for Group 3) to regain the Group 4 level. See the scoring chart for full details!

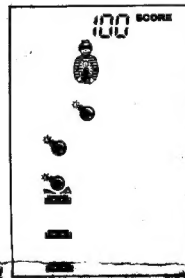
Bomb Group 8 is the highest level. Once you reach this level, all bombs that follow will fall at the same rate of **SPEED** and are worth the same **POINTS** as bombs in Group 8 (unless you miss a bomb!)

You can also **REPLACE LOST BUCKETS!** For every 1,000 points you score, you will be given a new bucket (if one or two are missing). However, you may **NEVER** have more than three buckets and no additional buckets are awarded if you reach another 1,000 points with no buckets missing.

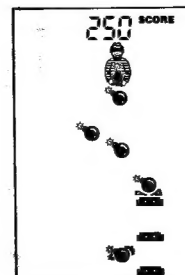
So, how many bombs can you catch? How many points can you score?



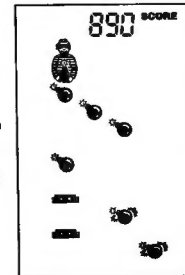
PRESS EITHER THE **"A"** OR THE **"B"** BUTTON TO START THE GAME AND EACH BOMB RUN!



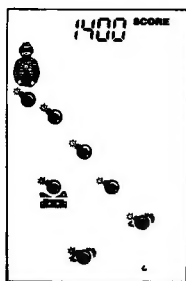
BOMBS AWAY! HOW FAST CAN YOU MOVE? USE THE LEFT AND RIGHT BUTTONS TO MOVE YOUR BUCKETS LEFT AND RIGHT TO CATCH THE FALLING BOMBS!



KABOOM! ANOTHER BOMB SLIPS PAST YOU! WHEN BOMBS EXPLODE IN "BOMB GROUP 1" YOUR DIFFICULTY LEVEL STAYS THE SAME.



BUT WHEN YOU'RE TOO SLOW AND THE BOMBS EXPLODE IN "BOMB GROUP 2" OR IN ANY HIGHER LEVEL GROUP, YOU HAVE TO RESTART ONE GROUP LOWER! BUT DON'T WORRY, YOU CAN MOVE BACK UP!



WHEN YOU EXPLODE THE BOMBS IN GROUP 2 OR ABOVE, YOU RESTART ONE GROUP LOWER.

TIGER

MODEL 7000

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If a part of your KABOOM KEYCHAIN is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Tiger Electronic Toys, Repair Center  
980 Woodlands Parkway, Vernon Hills,  
Illinois 60061, U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

## SCORING

Each time you catch a bomb in one of your buckets of water, you score points. The point value of each bomb depends on how fast that bomb is falling and which group that bomb is in. There are eight separate groups of bombs.

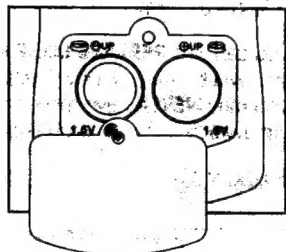
BOMB GROUP	NUMBER OF BOMBS DROPPED IN GROUP	EACH BOMB CAUGHT	PT. VALUE OF GROUP	CUMULATIVE SCORE
1	10	10 POINTS	100	100 POINTS
2	20	10 POINTS	200	300 POINTS
3	30	10 POINTS	300	600 POINTS
4	40	10 POINTS	400	1000 POINTS
5	50	10 POINTS	500	1500 POINTS
6	70	20 POINTS	1400	2900 POINTS
7	100	20 POINTS	2000	4900 POINTS
8	150	30 POINTS	4500	9400 POINTS

## INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (Remove the screw holding the battery door onto the back of the game unit and remove the door.) Insert 2xG13A OR LR44 batteries or equivalent, making sure to align "+" and "-" as shown.

### TO ENSURE PROPER FUNCTION :

- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.



## 90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$6.00. Payments must be by check or money order payable to Tiger Electronics, Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.  
980 Woodlands Parkway  
Vernon Hills, Illinois 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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For more information about Tiger Electronics, our products and special promotions, please visit our Web Site at: [www.tigertoys.com](http://www.tigertoys.com)

## CAUTION/DEFECT OR DAMAGE



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

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